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This paper introduces network interface data caching, a new technique to reduce local interconnect traffic on networking servers by caching frequently-requested content on a programmable network interface. The operating system on the host CPU determines which data to store in the cache and for which packets it should use data from the cache. To facilitate data reuse across multiple packets and connections, the cache only stores application-level response content (such as HTTP data), with applica ...
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Proceedings of the tenth ACM international conference on Multimedia December 2002


High performance and high quality for continuous media stream delivery needed by streaming server systems cannot be achieved efficiently using general-purpose operating systems, due to the overhead of the I/O mechanism implementation generally used. Special OS combined with powerful hardware can deliver better performance and quality but increases development complexity and deployment costs. The External I/O Engine Architecture adopts a hybrid approach, implementing streaming engines using the s ...

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-  David C. Walden
Communications of the ACM April 1972
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A system of communication between processes in a time-sharing system is described and the communication system is extended so that it may be used between processes distributed throughout a computer network. The hypothetical application of the system to an existing network is discussed.
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 Peter Druschel , Larry L. Peterson , Bruce S. Davie
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This paper describes our experiences, from a software perspective, with the OSIRIS network adaptor. It first identifies the problems we encountered while programming OSIRIS and optimizing network performance, and outlines how we either addressed them in the software, or had to modify the hardware. It then describes the opportunities provided by OSIRIS that we were able to exploit in the host operating system (OS); opportunities that suggested techniques for making the OS more effective in d ...
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 Nancy P. Kronenberg , Henry M. Levy , William D. Strecker
ACM Transactions on Computer Systems (TOCS) May 1986
Volume 4 Issue 2
A VAXcluster is a highly available and extensible configuration of VAX computers that operate as a single system. To achieve performance in a multicomputer environment, a new communications architecture, communications hardware, and distributed software were jointly designed. The software is a distributed version of the VAX/VMS operating system that uses a distributed lock manager to synchronize access to shared resources. The communications hardware includes a 70 megabit per second message ...
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 Jack W. Stott , Jeffrey E. Kottemann
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 Magnus Karlsson , Per Stenström
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This paper presents an analytical model to study how working sets scale with database size

and other applications parameters in decision-support systems (DSS). The model uses application parameters, that are measured on down-scaled database executions, to predict cache miss ratios for executions of large databases. By applying the model to two database engines and typical DSS queries we find that, even for large databases, the most performance-critical working set is small and is ...

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 J. Crowcroft , K. Paliwoda

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This paper presents the design of a reliable multicast transport protocol. The aim of the protocol is to provide a service equivalent to a sequence of reliable sequential unicasts between a client and a number of servers, whilst using the broadcast nature of some networks to reduce both the number of packets transmitted and the overall time needed to collect replies. The service interface of the protocol offers several types of service, ranging from the collection of a single rep ...


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2 Object-oriented operating systems design and the revival of program families

Cordsen, J.; Schroder-Preikschat, W.;

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3 Operating systems support for collaborative work

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4 Cross-address space dynamic linking

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**5 Unification of active and passive objects in an
object-oriented operating system**

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6 Why object oriented operating systems are boring

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7 Distributed object interoperability via a network type system

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8 SPACE: a new approach to operating system abstraction

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**9 Theta: an object-oriented operating system for intelligent
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10 An object-oriented operation system configuration for ATM networks

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12 Organizing and typing persistent objects within an object-oriented framework

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13 Object migration in a heterogeneous world-a multi-dimensional affair

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14 Malcolm Atkinson is almost right! [Object-oriented operating system services]

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19 An algorithm for supporting fault tolerant objects in

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21 Persistence in the Spring system

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**8 High Q microwave inductors on silicon by surface tension
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ACM Computing Surveys (CSUR) December 1985
Volume 17 Issue 4
Distributed operating systems have many aspects in common with centralized ones, but they also differ in certain ways. This paper is intended as an introduction to distributed operating systems, and especially to current university research about them. After a discussion of what constitutes a distributed operating system and how it is distinguished from a computer network, various key design issues are discussed. Then several examples of current research projects are examined in some detail ...
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 David A. Moon
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 Daniel R. Edelson
Proceedings of the 19th ACM SIGPLAN-SIGACT symposium on Principles of programming languages February 1992
Our research is concerned with compiler-independent, tag-free garbage collection for the

C++ programming language. We have previously presented a copying collector based on root registration. This paper presents a mark-and-sweep garbage collector that ameliorates shortcomings of the previous collector. We describe the two collectors and discuss why the new one is an improvement over the old one. We have tested this collector and a conservative collector in a VLSI CAD application, and this p ...

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